

GAMERVERSE

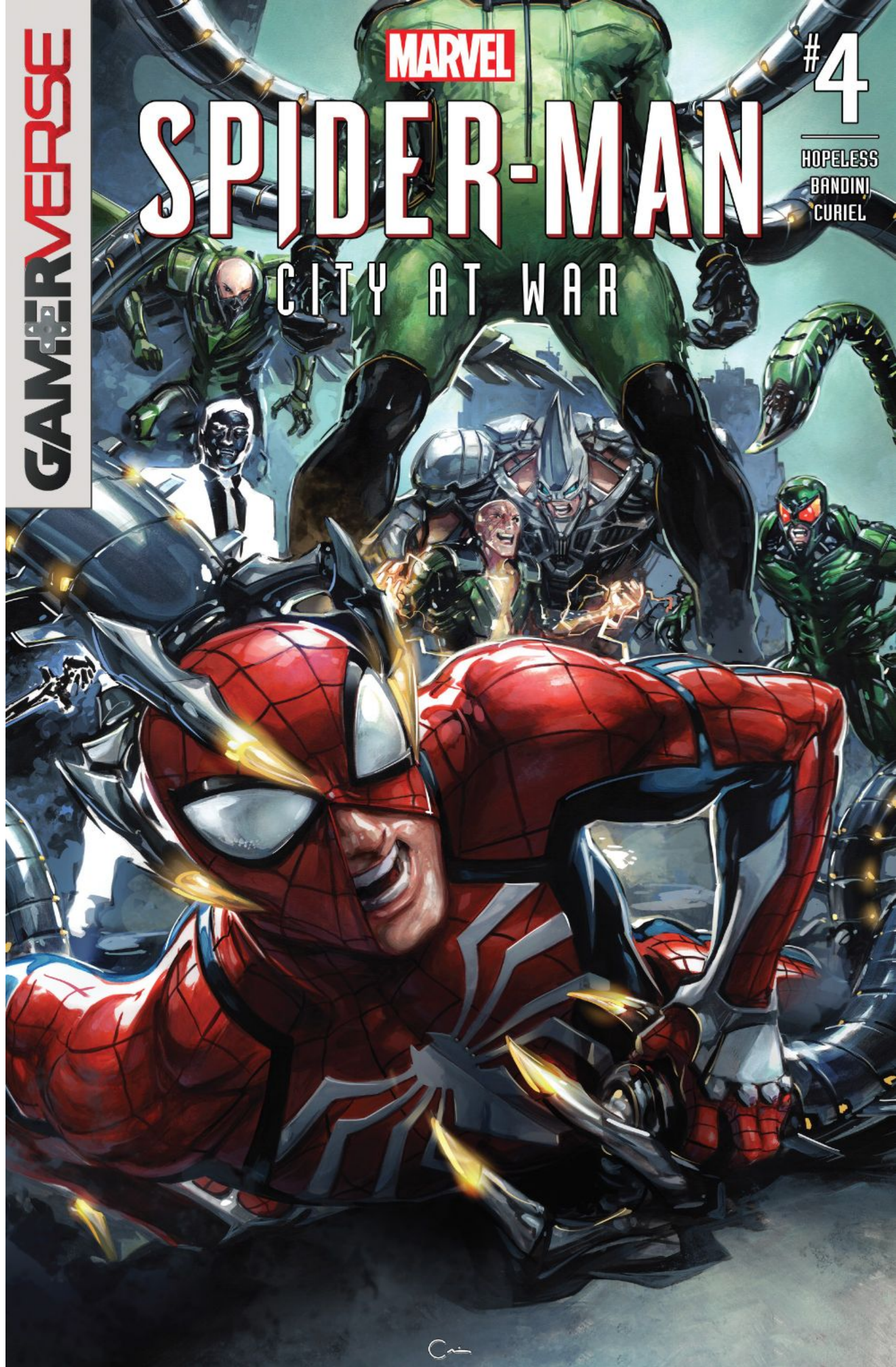
MARVEL

#4

SPIDER-MAN

CITY AT WAR

HOPELESS
BANDINI
CURIEL



PETER PARKER WAS BITTEN BY A RADIOACTIVE SPIDER AND GAINED THE PROPORTIONAL SPEED, STRENGTH, AND AGILITY OF AN ARACHNID, ADHESIVE FINGERTIPS AND TOES, AND THE UNIQUE PRECOGNITIVE AWARENESS OF DANGER CALLED "SPIDER-SENSE"! AFTER THE TRAGIC DEATH OF HIS UNCLE BEN, PETER UNDERSTOOD THAT WITH GREAT POWER THERE MUST ALSO COME GREAT RESPONSIBILITY, AND BECAME THE WALL-CRAWLING, WISECRACKING SUPER HERO CALLED...SPIDER-MAN!

MARVEL

SPIDER-MAN

CITY AT WAR

Based on a story by Jon Paquette, Bryan Intihar, and the Insomniac Games Writing Team,
co-written by Christos Gage with additional story contributions by Dan Slott.

EIGHT YEARS HAVE PASSED SINCE PETER FIRST DONNED THE WEBS, AND WHILE HE HAS GROWN INTO HIS OWN AS A CRIMEFIGHTER, IT DOESN'T MEAN LIFE HAS GOTTEN ANY EASIER. PETER FINDS HIMSELF OVERWHELMED TRYING TO BALANCE HIS DUTIES AS SPIDER-MAN AND HIS LIFE AS PETER PARKER, INCLUDING HIS SCIENTIFIC RESEARCH WITH MENTOR OTTO OCTAVIUS.

AFTER HIS FUNDING WAS CUT BY HIS FORMER PARTNER NORMAN OSBORN, OTTO DEVELOPED NEW TECHNOLOGY TO AID HIS REVENGE. MEANWHILE, SPIDER-MAN AND *DAILY BUGLE* REPORTER MARY JANE TEAMED UP TO INVESTIGATE THE MYSTERIOUS DEVIL'S BREATH WEAPON. MARY JANE'S SLEUTHING BROUGHT HER TO THE UNWELCOME ATTENTION OF MARTIN LI AND HIS CRIME BOSS ALTER EGO, MISTER NEGATIVE. AFTER BEING ABDUCTED, MJ IS NOW HELD HOSTAGE ALONG WITH MANY OTHERS IN GRAND CENTRAL STATION BY LI AND HIS INNER DEMONS—AND THE DEVIL'S BREATH BOMB IS COUNTING DOWN...

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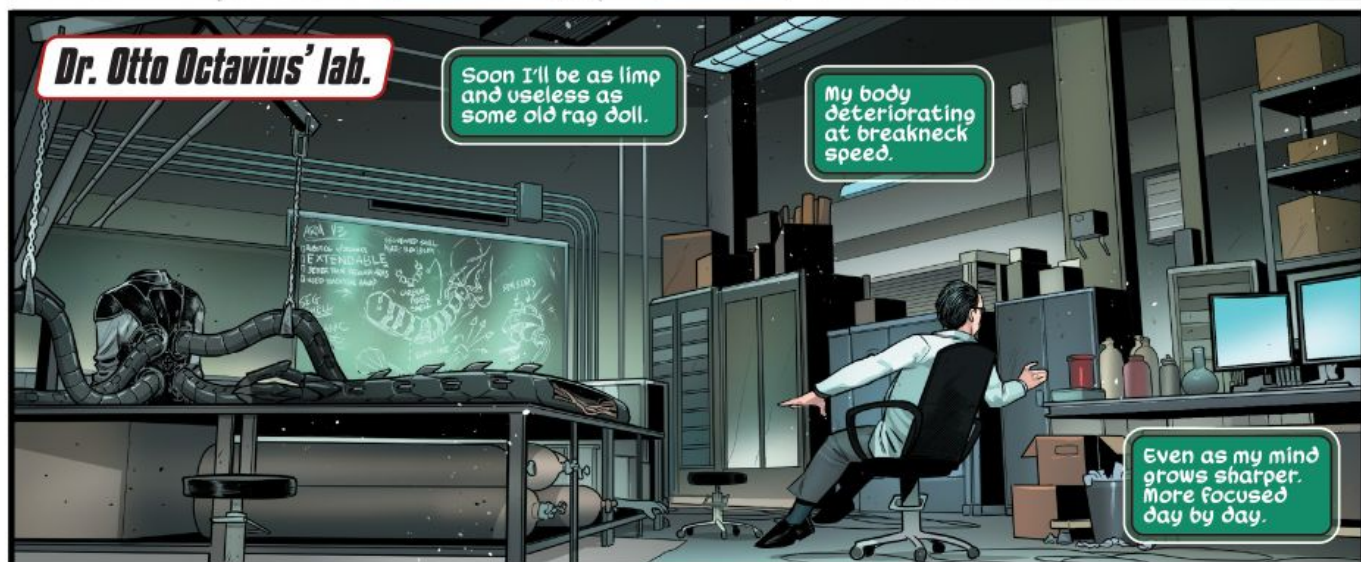
SPIDER-MAN
CREATED BY
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STEVE DITKO

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In ten months' time...
I won't be able to
hold an apple in
these hands.

Let alone
a soldering
iron.



Dr. Otto Octavius' lab.

Soon I'll be as limp
and useless as
some old rag doll.

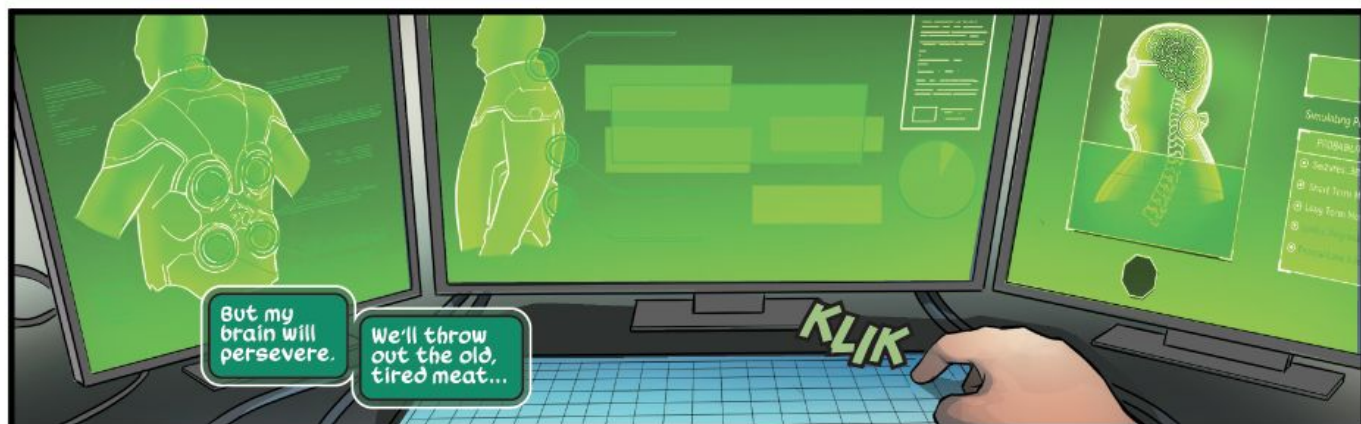
My body
deteriorating
at breakneck
speed.

Even as my mind
grows sharper.
More focused
day by day.



But of course it wasn't
my body that won all the
awards. This outer shell
never turned any heads.

My arms
can give up.
My legs can
give out.



But my
brain will
persevere.

We'll throw
out the old,
tired meat...

KLIK



...and
build
anew.

With a few
creative design
improvements,
of course.



KLIK



I am a
genius,
after all.



KA-CHNK

CHNK





SO
SMOOTH.

SO
NATURAL.

LIKE
I WAS
BORN WITH
THEM.

...WHAT
APPEARS TO
BE A HOSTAGE
SITUATION AT
GRAND CENTRAL
TERMINAL.

...MASKED
GUNMEN AND
AT LEAST ONE
SPIDER-MAN
SIGHTING.

NO WORD
YET AS TO HOW
MANY PEOPLE ARE
TRAPPED INSIDE, BUT
THE POLICE ARE ASKING
EVERYONE TO STEER
CLEAR OF THE
BUILDING.

Grand Central Terminal.

OKAY...I SEE FOUR WIRES. TWO BLUE ONES. TWO YELLOW AND ONE RED.

I CAN'T BELIEVE I'M DEFUSING A BOMB.

WELL, TECHNICALLY YOU'RE DEFUSING A BIOCHEMICAL WEAPON. THE DEVIL'S BREATH WON'T SO MUCH EXPLODE AS--

PETER.

SORRY, MJ.

BLUE IS CONNECTED TO A BATTERY. YELLOW TO A FAN. RED HAS SOME KIND OF EXCLAMATION POINT.

OKAY, GOOD. ALL YOU'LL HAVE TO DO IS UNPLUG THE WIRES AND WE'LL BE HOME FREE.

GREAT. UNPLUGGING THE WIRES.

WAIT! NO!

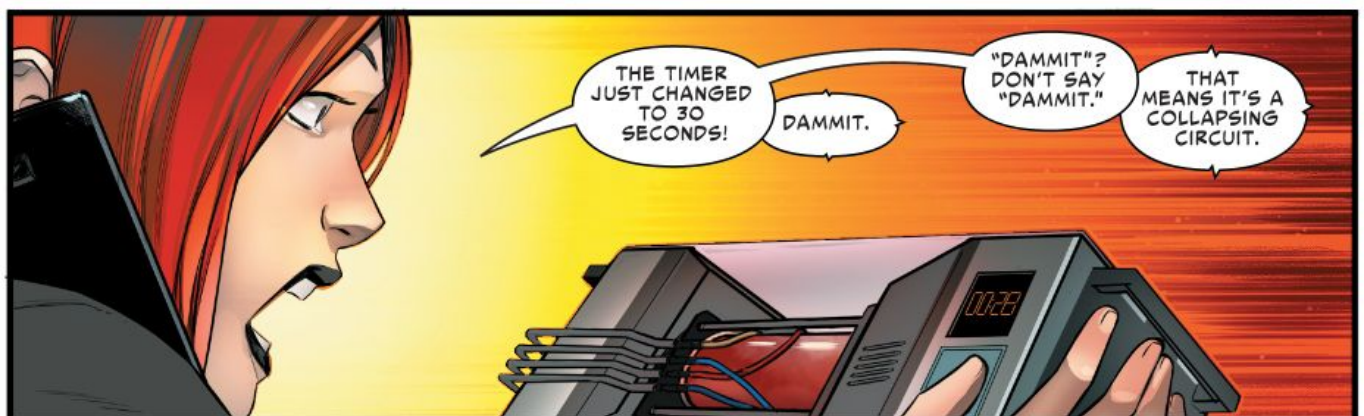
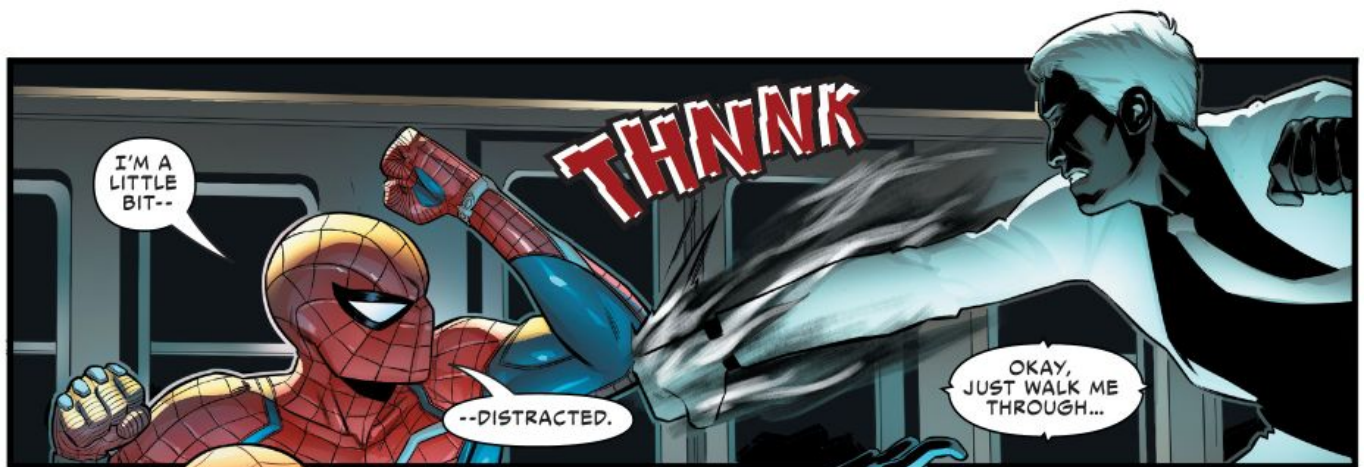
WHAT?!

YOU HAVE TO UNPLUG THEM IN A SPECIFIC ORDER OR YOU RISK TRIGGERING THE DEVIL'S BREATH DISPERSAL.

OKAY. OKAY. OKAY.

MAYBE SHOULD'VE SAID THAT FIRST.

SORRY.





WHAT DO I DO? WHAT DO I DO?

OKAY, ALL YOU HAVE TO DO IS UNPLUG THE FAN THEN THE LAST WIRE.



BUT IT HAS TO BE IN THAT ORDER.

...KAY.

YOU'VE GOT THIS, MJ.



JUST MAKE SURE YOU TRACE THE WIRES CORRECTLY.

AND BE FAST-- YOU CAN'T LET THE TIMER RUN OUT.

KREESH

MARTIN! I DON'T WANT TO HURT YOU... BUT THIS IS REALLY BAD TIMING.



NOTHING CAN HURT ME!

NOT ANYMORE!



WELL, THAT'S A LOAD OFF MY MIND.





HOW'S YOUR THING GOING?

TURNS OUT MISTER NEGATIVE CAN BE HURT, SO THAT'S SOLVED.

STILL HAVE A LITTLE BIT OF A "NO-BRAKES CAREENING SUBWAY TRAIN" SITUATION.

THWIP THWIP THWIP

SO WE'LL SEE...

COME ON, PHYSICS--

--DON'T FAIL ME NOW!

REEEEEE

HO-LY--!

TRAIN!

GO! GO! GO!



DO YOU EVER THINK ABOUT CAPTURING ONE OF THESE CREEPS WITHOUT DESTROYING HALF A CITY BLOCK?

I MEAN, I'VE THOUGHT ABOUT IT IN, LIKE...THE ABSTRACT.

I WONDER HOW MUCH A SUBWAY TRAIN COSTS?

PRETTY MUCH ALWAYS MORE THAN YOU THINK.



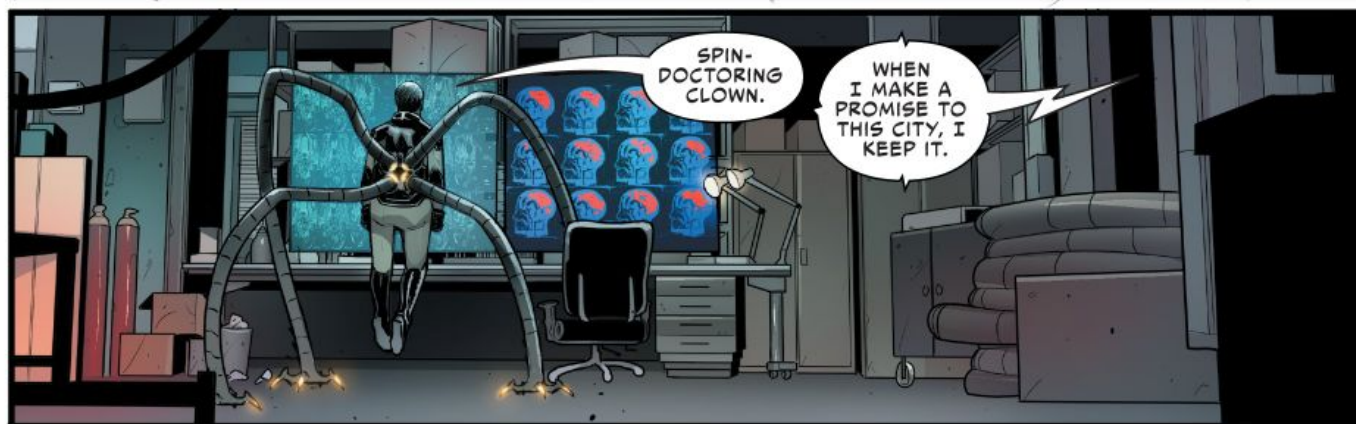
ON THE BRIGHT SIDE, YOUR PHONE'S NOT GOING CRAZY FOR ONCE.

THAT'S... TRUE.



BOOP BADOOP
BOOP BOOP

Peter
calling.





Even in school, you were just the smiling face. The silver tongue.

I was the science. The genius. The innovator.

SIGH! THE O'S WIN ANOTHER ONE.

TO OSCORP DAY ONE!
THE START OF SOMETHING TRULY SPECIAL.

I let you stand in front of every camera.

Twist our company in your image from the limelight.

THIS ISN'T YOUR FIRST SAFETY VIOLATION SINCE YOU LEFT, OTTO.

THOSE WERE EXCUSED!

THE CITY SHOULD'VE CUT YOUR FUNDING AND CONFISCATED YOUR EQUIPMENT MONTHS AGO.

THAT'S IT! I'M DONE! I WON'T BE YOUR FRANKENSTEIN ANY LONGER, OSBORN!

YOU'LL REGRET THIS COWARDICE, OLD FRIEND. GENETICS ARE THE FUTURE!

THOSE ARE HUMAN BEINGS!

Seen holding me down since the day I walked out.

But that ends here.

That ends now.

AAAGH!

I DON'T KNOW ABOUT THIS, NORMAN. HE'S ONLY A CHILD.

HE'S FINE.

Turn my life's work into something monstrous.

YOU'RE ALWAYS FREE TO COME BACK TO OSCORP AND CONTINUE YOUR WORK IN THE SAFETY AND SECURITY OF MY LABS.

I'm coming for you, Norman Osborn.

You have no idea what you're in for.



--MARY JANE WATSON. PLEASE LEAVE A MESSAGE OR TEXT ME, AND I'LL CALL YOU BACK SOON.

BEEP

UH, HEY, IT'S ME. HADN'T HEARD FROM YOU IN A MINUTE, JUST WANTED TO...I DUNNO, CHECK IN...

ANYWAY, LEMME KNOW WHEN YOU WANT TO TALK.

MJ
Just not ready to talk yet.

VOICE TO TEXT.

PETER
It's over, BTW.

MJ
OVER? OK fine.



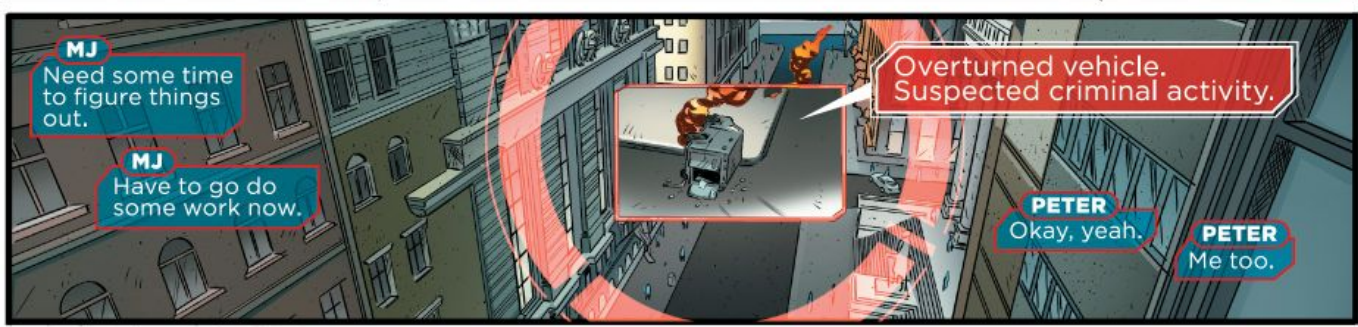
PETER
What? No. Not that kind of over. I meant Li. He's in jail.

MJ
Oh...

PETER
Do you want it to be over?

MJ
No.

MJ
But maybe it should be.



MJ
Need some time to figure things out.

MJ
Have to go do some work now.

Overtaken vehicle. Suspected criminal activity.

PETER
Okay, yeah.

PETER
Me too.

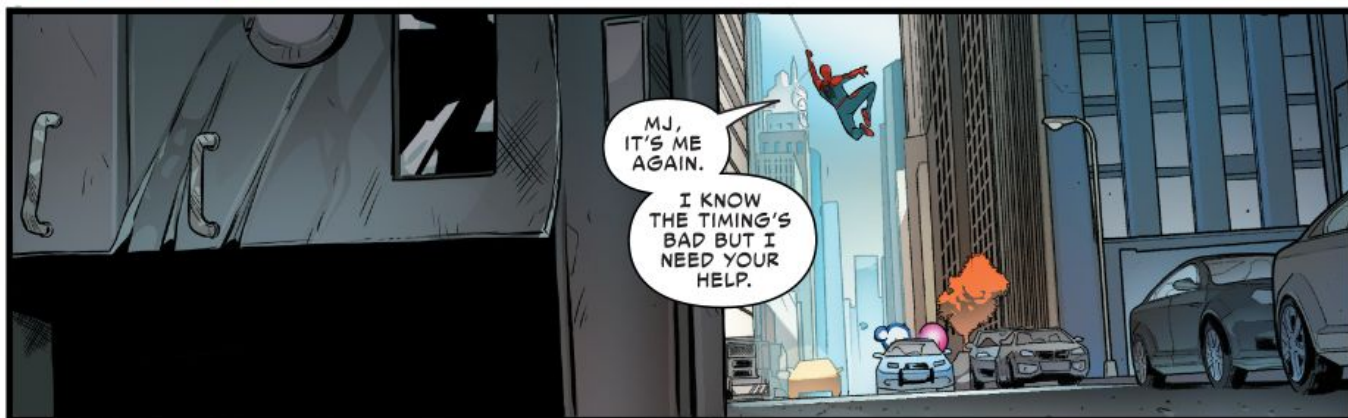


IS EVERYONE OKAY IN THERE?

WE'LL LIVE.

GUY WASN'T INTERESTED IN US, HE JUST WANTED THAT DEVIL'S BREATH THING.

WE WERE TRANSPORTING IT BACK TO SABLE INTERNATIONAL.



MJ
Walking
up now.

SIGH

YOU
WANTED
TO BE HIS
PARTNER.

HEY...
THANKS FOR
COMING.

ANYTIME...
PARTNERS,
RIGHT?

SO,
WHAT'S THIS
ABOUT?

DOCTOR OCTAVIUS
IS ONE OF THE
KINDEST...SMARTEST
PEOPLE I'VE
EVER...

...BUT I KNOW THOSE CYBERNETIC
ARMS. I HELPED DESIGN THEM...THE
DAMAGE TO THAT TRUCK IS
JUST UNDENIABLE.

YOU'RE
DOING THE
THING, PARKER.
DON'T TALK TO
YOURSELF. TALK
TO ME.

I THINK
THE DOC MAY
HAVE USED OUR
PROSTHESIS
TECH TO--

--ATTACK
A TRUCK
AND STEAL
THE DEVIL'S
BREATH.

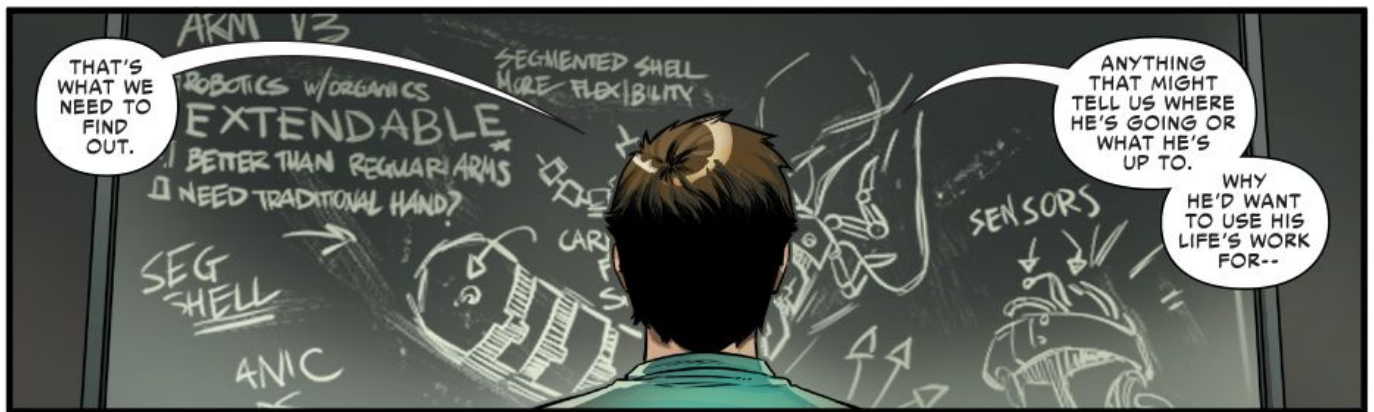
OH
MY GOD,
WHAT?!

I KNOW
BUT...IT'S THE
ONLY THING THAT
MAKES SENSE.

IN WHAT
WORLD DOES THAT
MAKE SENSE?

THE ARMS.
OCTAVIUS HAS AN
INTERCRANIAL IMPLANT--
HE'S THE ONLY PERSON
WHO CAN CONTROL
THEM.

OKAY,
BUT WHY
WOULD HE
DO THIS?
ANY OF
THIS?



THAT'S WHAT WE NEED TO FIND OUT.

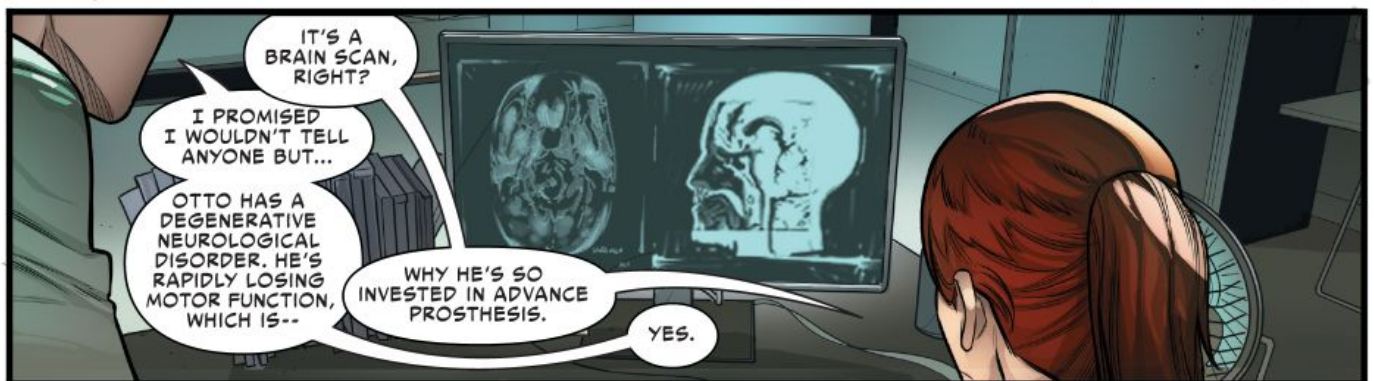
ANYTHING THAT MIGHT TELL US WHERE HE'S GOING OR WHAT HE'S UP TO.

WHY HE'D WANT TO USE HIS LIFE'S WORK FOR--



PETER, WHAT'S THIS?

I BUMPED THE KEYBOARD AND...



IT'S A BRAIN SCAN, RIGHT?

I PROMISED I WOULDN'T TELL ANYONE BUT...

OTTO HAS A DEGENERATIVE NEUROLOGICAL DISORDER. HE'S RAPIDLY LOSING MOTOR FUNCTION, WHICH IS--

WHY HE'S SO INVESTED IN ADVANCE PROSTHESIS.

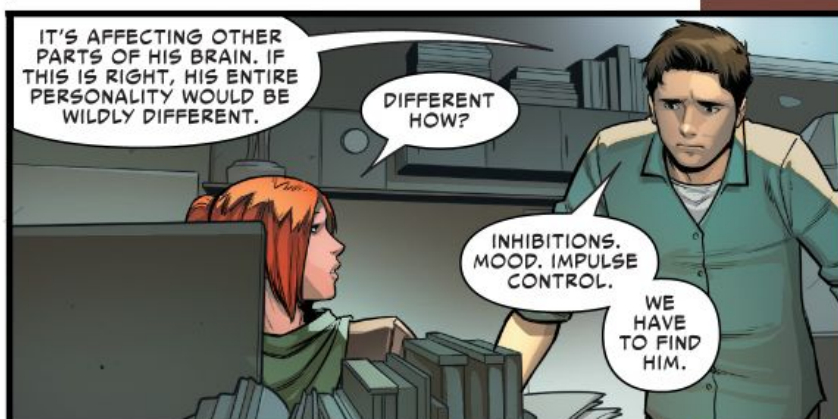
YES.



WHAT'S THIS ONE, THEN?

NOT GOOD. SO... THIS IS HIS BRAIN NOW.

THE NEURAL WEB ISN'T ISOLATING HIS MOTOR NEURONS.



IT'S AFFECTING OTHER PARTS OF HIS BRAIN. IF THIS IS RIGHT, HIS ENTIRE PERSONALITY WOULD BE WILDLY DIFFERENT.

DIFFERENT HOW?

INHIBITIONS. MOOD. IMPULSE CONTROL.

WE HAVE TO FIND HIM.



IN THE WRONG HANDS THOSE CYBERNETIC ARMS--

PETER, FORGET THE ARMS--

"--OCTAVIUS HAS THE DEVIL'S BREATH."







TO BE CONTINUED!

MARVEL SPIDER-MAN CITY AT WAR

Four issues into our first Gamerverse title and it sounds like we got quite a few of you caught in our web! Let's get to some of your letters on SPIDER-MAN: CITY AT WAR #1-3!

As a lifelong Spider-Man fan at the ripe of age of 52, this new series looks promising. I have not played the video game (it's not my sort of thing), but I am so looking forward to how this new universe plays out. Nothing to feel "hopeless" about here. :) It's a great start!

Don Acree

Thanks, Don! Readers like yourself who may not have checked out the game are the exact reason we knew we had to start with a version of the main narrative before branching out! The game's story was so strong and resonated with so many, but I'm happy to hear Dennis' expansion and interpretation on it in the comic script, and the whole team's production of it, is ringing true for a die-hard Spider-fan!

Hey, guys!

I've been reading Spider-Man comics for years and he's one of my all-time favourite characters. The struggles that Peter goes through means you're able to connect with him on some level!

The fact that I'm here to witness the start of the Gamerverse is insane, and I love what you guys are creating here!

I look forward to all the exciting issues to come!

Thank you!

Alex Kelly-Lancaster

Glad to have you, Alex. I think a lot of us share your feelings on Peter Parker. His desk at the start of issue #1 maybe reminded me a bit TOO much of my own desk here...

Hey, Marvel! I love the new CITY AT WAR series. I just finished the second issue and I can't wait for the next one. Please continue it!

Sincerely,
Jack

We're continuing, Jack...and watch this space for more news soon on the next Gamerverse series!

Hey guys,

Just read the first issue of CITY AT WAR and absolutely loved it. Longtime Marvel reader who's just getting back into it after several years away, and this was a great way to get into it! I'm looking forward to fleshing out the characters

(even the minor ones) and the new stories to come. Look forward to the next issue!

Tommy Addison

Welcome back, Tommy!

Wowee!

How amazing! How sensational! How spectacular! How...

(Wow these puns are going nowhere...)

Marvel's Spider-Man was my favourite game of 2018, perhaps my favourite game of all time, and I'm just so pleased you guys are expanding on this awesome universe in comic book form. I geeked out hard in SPIDER-GEDDON when the bot stole the show (apart from Miles, of course!)

I'd also like to say, apart from going over the plot of the game, how cool it is you guys are elaborating on it. I wish I could have stung (ha ha) Swarm in the game; he seemed like a fun villain to knock out.

And wow. Spider-Man is an epic memester and Ganke is officially confirmed for this universe. I can die happy. Thanos, take me away, bud.

The writing is great and the art is phenomenal. It just looks so engaging and fun—just like the game. Which I guess is what Michele was going for.

I love this comic, and it brightens up my Wednesday pickups whenever it is released.

Keep it up, guys!

Rakeem B.
Love from Sheffield, UK!

Rakeem, tell Thanos to wait—otherwise you'll miss the real surprises coming up next!

Dear Mark:

I loved the first issue of CITY AT WAR. Bandini's and Conley's artwork was great and it really has the same vibe as the game. Can't get enough of the Advanced Suit!

I'm eager to know more about this new and expanding universe. Showing what the other characters were doing while we were web-swinging through the story is great for the people who played the game. I really hope we get more from Otto and explore more about his relationship with Peter.

Erick Acosta
México City

Hopefully you've enjoyed the peeks into Otto's POV in this issue...and as we race into the finale, he'll be taking more of a central role in the narrative!

I love the CITY AT WAR comic series! The visuals are just as stunning as in the game. The white spider suit is one of my favorites.

♥ Alyssa Griffin

The Advanced Suit is a stunner! Any other favorites from the game? We might have some plans for one or two of them...

I loved the Marvel's Spider-Man video game and absolutely loved the first issue of the comic. Seeing the game from new angles is awesome and little Easter eggs, like Spider-Cop on the first page and Spider-Drones on Doctor Octavius' chalkboard, make this comic even better!!!

Shane Bellino

While the comic is built to stand on its own, we're glad people are having fun finding little nods to bits from the game and seeing where the narratives expand and move differently for the comic. They really are companion pieces for fans of both mediums!

As a longtime fan of Spider-Man I wanted to express how happy I am that even lesser-known characters like Swarm are getting some love from you guys. I love his design, because the key to any good redesign is putting a new spin on the look while still retaining what makes the character recognizable. Making Swarm a mechanical, walking hive with insect features in the helmet is nothing short of stellar, and I hope to see him in a game one day. Are you planning on tinkering with other lesser-known villains? Because I'd love to see what designs you give characters like the Beetle, White Rabbit, Vermir or the Spot.

Coty Sinclair

You nailed it, Coty. Like the game designs, we wanted to take the heart of the original Swarm and update him for this world. The genius of Michele Bandini brought it home!

Definitely okay to print!! Love this comic and the writing as well as the covers!! The concept art is incredible as well, lots to enjoy!

Sam Brennan

Consider it printed! And on that note about concept art, let's take a closer look at the villain of the piece, DOCTOR, on the next page! See you next month!

—Mark

MARVEL GAMERVERSE

OTTO OCTAVIUS

While focusing on perfecting groundbreaking neural technology that allows patients to control prosthetics through thought, Otto Octavius has become the mentor Peter has been searching for since the death of his beloved Uncle Ben. But when Peter discovers that Otto has been twisted into the scheming Doctor Octopus, responsible for the crime spree and viral outbreak ravaging New York City, he will have to fight at his absolute peak as Spider-Man to save all he holds dear.



"I experimented with giving Otto a bowl cut and tinted glasses as an homage to the comics, but it was too flashy to fit with our story. Otto is a passionate and earnest researcher who has a series of setbacks in his life that finally drive him to do unspeakable things. His initial design had to show why Peter would consider him a father figure so he starts out with a bespectacled, kindly look that gradually evolves into something more sinister."

—Jacinda Chew
Studio Art Director, Insomniac Games

FINAL IN-GAME OTTO OCTAVIUS ▼



NEXT:

MARVEL

SPIDER-MAN

CITY AT WAR #5



LET US KNOW WHAT YOU THINK OF THE **CITY AT WAR** COMIC SERIES BY WRITING TO US AT GAMERVERSE@MARVEL.COM! BE SURE TO MARK IT "OKAY TO PRINT"!

TINS • MARVEL BULLPEN BULLETINS ENTS UP FOR GRABS

STAN'S SOAPBOX
NOVEMBER 1968

STAN'S SOAPBOX

Let's lay it right on the line. Bigotry and racism are among the deadliest social ills plaguing the world today. But, unlike a team of costumed supervillains, they can't be halted with a punch in the snoot, or a zap from a ray gun. The only way to destroy them is to expose them — to reveal them for the insidious evils they really are. The bigot is an unreasoning hater — one who hates blindly, fanatically, indiscriminately. If his hang-up is black men, he hates ALL black men. If a redhead once offended him, he hates ALL redheads. If some foreigner beat him to a job, he's down on ALL foreigners. He hates people he's never seen — people he's never known — with equal intensity — with equal venom. Now, we're not trying to say it's unreasonable for one human being to bug another. But, although anyone has the right to dislike another individual, it's totally irrational, patently insane to condemn an entire race — to despise an entire nation — to vilify an entire religion. Sooner or later, we must learn to judge each other on our own merits. Sooner or later, if man is ever to be worthy of his destiny, we must fill our hearts with tolerance. For then, and only then, will we be truly worthy of the concept that man was created in the image of God — a God who calls us ALL — His children.

Pax et Justitia,
Stan.



STAN LEE
FOREVER

MARVEL COLLECTORS' ITEM CLASSICS
#18: Still the greatest Bullpen bargain of all! It's spearheaded by the FF . . . so how can ya lose?

AND, STILL ON SALE — (IF YOU'RE LUCKY!)
REGULAR SPIDER-MAN #2:
color! Stan.

